

NOTES FOR TEACHERS AND PARENTS

The following are some of the solutions to the puzzles to help you give advice to children. Please remove them from the manual and keep them in a safe place. The manual can then be used by the children without spoiling their fun.

Passage of Guardians

The words are:

Level 1: Tree, hole, book, hair, nose, trip, hand, fish, wool, coin.

Level 2: Paper, apple, zebra, river, train, track, clock, crisp, chair, daisy.

Level 3: Flower, school, branch, square, button, jacket, donkey, pencil, rubber.

Unicorn

You need to pick up the worm, take it to the unicorn, drop the worm, return, pick up the apple, take it to the unicorn, drop the apple, pick up the worm, take it back to the start, drop the worm, pick up the bird, take it to the unicorn, drop the bird, return, pick up the worm, go to the unicorn and, finally, drop the worm.

Logic Doors

The colour code for the keys and doors are as follows:

1 red yellow red

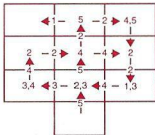
2 yellow red yellow

3 yellow blue yellow

4 blue yellow blue

5 yellow red blue

Doors that open from the other side are shown as all red.



Code Boxes

The code is, in fact, the binary number system. This may be a useful stepping-off point into work on number bases.

Mystery Machine

The coded instructions are:

Level 1: Turn green key, pull blue lever, turn yellow dial, pull green lever, push blue button.

Level 2: First press f followed by u, then press s twice and end up with y.

Level 3: Press the first three letters of the alphabet followed by the last two.

Level 4 allows you to use your own instructions which are entered after pressing Control+W at the Another go? prompt.

Follow the on-screen instructions once you have selected this option.

The commands you can enter are limited by length of line that can be displayed and the solution can only be up to five typed in letters or numbers.

Escape

